

AMENDMENTS TO THE CLAIMS

1. (Currently Amended) A communication game equipment unit, which is provided in a game center connected to a data server comprising:

a main system having a main CPU, which ~~controls execution of games by game programs~~ executes a game controlled by a game program; and

a communication sub-system having a sub-CPU, which executes a plurality of different communication function tasks, and a program memory storing a program controlling execution of the plurality of different communication function tasks,

wherein the main system and the communication sub-system are formed on circuit boards independent of each other, and

wherein the communication sub-system is further provided with a shared memory accessible by the main CPU and the sub-CPU, the communication sub-system having and stores in the program memory a program which controls the sub-CPU to execute a resource management task function, which manages resources of the shared memory for the plurality of different communication function tasks.

2. (Canceled)

3. (Currently Amended) The communication game equipment unit according to claim 1 wherein the sub-CPU is configured such that it is managed by a real time operating system (OS).

4. (Currently Amended) The communication game equipment unit according to claim 1, wherein the main system and the communication sub-system are each formed on circuit boards independent of each other.

5. (Currently Amended) A ~~networked~~ network communication game equipment comprising:

a data server; and

a game center connected to the data server via a communication ~~circuit~~ network, the game center including:

a plurality of game equipment units, the plurality of game equipment units in the game center being connected to each other via Ethernet[[:]],

wherein each of the plurality of game equipment units includes:

a main system having a main CPU which ~~controls execution of games by game programs~~ executes a game controlled by a game program; and

a communication sub-system having a sub-CPU which executes a plurality of different communication function tasks, a program memory storing a program controlling execution of the plurality of different communication function tasks, and wherein ~~the communication sub-system is provided with~~ a shared memory accessible by the main CPU and the sub-CPU,

wherein the communication sub-system stores in the program memory a program which controls the sub-CPU to execute the communication sub-system having a resource management task function, which manages resources of the shared memory for the plurality of different communication function tasks.

6-7. (Canceled)

8. (Currently Amended) The ~~networked~~ network communication game equipment according to claim 7, wherein as the communication multiplayer task, the subsystem further provides a control such that a life value corresponding to the number of game equipment units playing a communication multiplayer game is added when the data is sent to the game equipment unit connected to an adjacent link, that the life value is decremented only by one on a game equipment unit receiving the data and that repetitive data transmission is halted when the life value reaches a predetermined value.

9. (New) The communication game equipment unit according to claim 1, wherein the shared memory is used as a first command buffer buffering a command sent from the main CPU according to the game program, a second command buffer buffering a command sent from the sub-CPU, and a third command buffer used for transmitting and receiving, and the first command buffer is taken priority and the use of the second buffer is restricted.

10. (New) The network communication game system according to claim 5, wherein the shared memory is used as a first command buffer buffering a command sent from the main CPU according to the game program, a second command buffer buffering a command sent from the sub-CPU, and a third command buffer used for transmitting and receiving, and the first command buffer is taken priority and the use of the second buffer is restricted.

11. (New) The network communication game system according to claim 5, wherein the plurality of different communication function tasks include communication multiplayer tasks for communication multiplayer games played between the plurality of game equipment units; and

wherein as the communication multiplayer task, which the sub-CPU executes according to a program performing the communication function tasks, each of the plurality of game equipment issues a synchronization request, reads data to be transmitted from the main system by the corresponding sub-system, transmits a synchronization packet responding to the synchronization request, and thereafter,

sends out the read data to the adjacent game equipment unit, and repeats to the game equipment unit connected to an adjacent link when data of a game equipment unit other than the one's own game equipment unit is received.